

AMENDMENTS TO THE CLAIMS

Please amend claims 116 and 121; cancel claims 86, 112-115, and 117-120; and add new claims 122-137 as follows:

1-115. (Cancelled)

116. (Currently Amended) In a computer-implemented animation system, a method for animating an object, the method comprising:

receiving an input specifying a Random Motion behavior, the Random Motion behavior indicating how to change a value of a position parameter of the object over time based on a ~~random~~ pseudo-random motion path;
animating the object by changing the value of the position parameter of the object over time according to the Random Motion behavior; and
outputting the animated object;

wherein the Random Motion behavior can be configured regarding:

an amount parameter, which determines a length of the motion path;
a frequency parameter, which determines a crookedness of the motion path, wherein a higher value of the frequency parameter results in the motion path having more turns, and wherein a lower value of the frequency parameter results in the motion path being straighter;
a noisiness parameter, which determines a level of jaggedness along the motion path; and
a drag parameter, which determines a speed at which the object moves along the motion path.

117-120. (Cancelled)

121. (Currently Amended) A computer program product for animating an object, the computer program product comprising a computer-readable storage medium containing computer program code for:

receiving an input specifying a Random Motion behavior, the Random Motion behavior indicating how to change a value of a position parameter of the object over time based on a ~~random~~ pseudo-random motion path;
animating the object by changing the value of the position parameter of the object over time according to the Random Motion behavior; and
outputting the animated object;

wherein the Random Motion behavior can be configured regarding:

an amount parameter, which determines a length of the motion path;
a frequency parameter, which determines a crookedness of the motion path, wherein a higher value of the frequency parameter results in the motion path having more turns, and wherein a lower value of the frequency parameter results in the motion path being straighter;
a noisiness parameter, which determines a level of jaggedness along the motion path; and
a drag parameter, which determines a speed at which the object moves along the motion path.

122. (New) A system for animating an object, the system comprising:

a machine-readable storage medium storing computer program code for performing a method, the method comprising:
receiving an input specifying a Random Motion behavior, the Random Motion behavior indicating how to change a value of a position parameter of the object over time based on a pseudo-random motion path;

animating the object by changing the value of the position parameter of the object
over time according to the Random Motion behavior; and
outputting the animated object;
wherein the Random Motion behavior can be configured regarding:
an amount parameter, which determines a length of the motion path;
a frequency parameter, which determines a crookedness of the motion
path, wherein a higher value of the frequency parameter results in
the motion path having more turns, and wherein a lower value of
the frequency parameter results in the motion path being straighter;
a noisiness parameter, which determines a level of jaggedness along the
motion path; and
a drag parameter, which determines a speed at which the object moves
along the motion path; and
a processor configured to execute the computer program code stored by the machine-
readable storage medium.

123. (New) In a computer-implemented animation system, a method for animating an object, the method comprising:

receiving an input specifying a Random Motion behavior, the Random Motion behavior
indicating how to change a value of a position parameter of the object over time
based on a pseudo-random motion path;
animating the object by changing the value of the position parameter of the object over
time according to the Random Motion behavior; and
outputting the animated object;

wherein the Random Motion behavior can be configured regarding a frequency parameter,
wherein a higher value of the frequency parameter results in the motion path having more turns,
and wherein a lower value of the frequency parameter results in the motion path being straighter.

124. (New) The method of claim 123, wherein the frequency parameter determines a crookedness of the motion path.

125. (New) The method of claim 123, wherein the Random Motion behavior can be further configured regarding a noisiness parameter, which determines a level of jaggedness along the motion path, and wherein a higher value of the noisiness parameter results in the motion path being more jagged.

126. (New) The method of claim 123, wherein the Random Motion behavior can be further configured regarding an amount parameter, which determines a length of the motion path, and wherein a higher value of the amount parameter results in the motion path being longer.

127. (New) The method of claim 123, wherein the Random Motion behavior can be further configured regarding a drag parameter, which determines a speed at which the object moves along the motion path.

128. (New) A computer program product for animating an object, the computer program product comprising a computer-readable storage medium containing computer program code for:

receiving an input specifying a Random Motion behavior, the Random Motion behavior indicating how to change a value of a position parameter of the object over time based on a pseudo-random motion path;
animating the object by changing the value of the position parameter of the object over time according to the Random Motion behavior; and

outputting the animated object;

wherein the Random Motion behavior can be configured regarding a frequency parameter,
wherein a higher value of the frequency parameter results in the motion path having more turns,
and wherein a lower value of the frequency parameter results in the motion path being straighter.

129. (New) The computer program product of claim 128, wherein the frequency parameter determines a crookedness of the motion path.

130. (New) The computer program product of claim 128, wherein the Random Motion behavior can be further configured regarding a noisiness parameter, which determines a level of jaggedness along the motion path, and wherein a higher value of the noisiness parameter results in the motion path being more jagged.

131. (New) The computer program product of claim 128, wherein the Random Motion behavior can be further configured regarding an amount parameter, which determines a length of the motion path, and wherein a higher value of the amount parameter results in the motion path being longer.

132. (New) The computer program product of claim 128, wherein the Random Motion behavior can be further configured regarding a drag parameter, which determines a speed at which the object moves along the motion path.

133. (New) A system for animating an object, the system comprising:

a machine-readable storage medium storing computer program code for performing a
method, the method comprising:

receiving an input specifying a Random Motion behavior, the Random Motion behavior indicating how to change a value of a position parameter of the object over time based on a pseudo-random motion path; animating the object by changing the value of the position parameter of the object over time according to the Random Motion behavior; and outputting the animated object; wherein the Random Motion behavior can be configured regarding a frequency parameter, wherein a higher value of the frequency parameter results in the motion path having more turns, and wherein a lower value of the frequency parameter results in the motion path being straighter; and a processor configured to execute the computer program code stored by the machine-readable storage medium.

134. (New) The system of claim 133, wherein the frequency parameter determines a crookedness of the motion path.

135. (New) The system of claim 133, wherein the Random Motion behavior can be further configured regarding a noisiness parameter, which determines a level of jaggedness along the motion path, and wherein a higher value of the noisiness parameter results in the motion path being more jagged.

136. (New) The system of claim 133, wherein the Random Motion behavior can be further configured regarding an amount parameter, which determines a length of the motion path, and wherein a higher value of the amount parameter results in the motion path being longer.

137. (New) The system of claim 133, wherein the Random Motion behavior can be further configured regarding a drag parameter, which determines a speed at which the object moves along the motion path.